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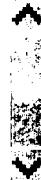
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Relevance scale

**1**  User interface directions for the Web

Jakob Nielsen

January 1999 **Communications of the ACM**, Volume 42 Issue 1

**Publisher:** ACM Press

Full text available: 📄 .pdf(421.52 KB) 🔖
html(35.34 KB)

Additional Information: full citation, references, citings, index terms, review

**2**  Research sessions: Research 12: Linking & search: Efficient and decentralized PageRank approximation in a peer-to-peer web search network

Josiane Xavier Parreira, Debora Donato, Sebastian Michel, Gerhard Weikum

September 2006 **Proceedings of the 32nd international conference on Very large data base**
**Volume 32 VLDB'2006**

**Publisher:** VLDB Endowment

Full text available: 📄 .pdf(945.45 KB)        Additional Information: full citation, abstract, references, index terms

PageRank-style (PR) link analyses are a cornerstone of Web search engines and Web mining, bi
are computationally expensive. Recently, various techniques have been proposed for speeding t
these analyses by distributing the link graph among multiple sites. However, none of these adv;
methods is suitable for a fully decentralized PR computation in a peer-to-peer (P2P) network wil
autonomous peers, where each peer can independently crawl Web fragments according to the u
thematic int ...

**3**  Educational aspects of digital libraries: How geography professors select materials for clas
lectures: implications for the design of digital libraries

Christine L. Borgman, Gregory H. Leazer, Anne Gilliland-Swetland, Kelli Millwood, Leslie Champeny
Finley, Laura J. Smart

June 2004  **Proceedings of the 4th ACM/IEEE-CS joint conference on Digital libraries JCDL**

**Publisher:** ACM Press

Full text available: 📄 .pdf(231.32 KB)        Additional Information: full citation, abstract, references, citings, index term

A goal of the Alexandria Digital Earth Prototype (ADEPT) project is to make primary resources ir
geography useful for undergraduate instruction in ways that will promote inquiry learning. The /
education and evaluation team interviewed professors about their use of geography information
they prepare for class lectures, as compared to their research activities. We found that professo

desired the ability to search by concept (erosion, continental drift, etc ) as well as geographic locatio ...

**Keywords**: digital libraries, digital library design, educational aspects of digital libraries, geogrε information seeking behavior, user analysis

**4** Interacting with mobile services: an evaluation of camera-phones and visual tags
Eleanor Toye, Richard Sharp, Anil Madhavapeddy, David Scott, Eben Upton, Alan Blackwell
January 2007 **Personal and Ubiquitous Computing**, Volume 11 Issue 2
**Publisher:** Springer-Verlag
Full text available: .pdf(362.99 KB)       Additional Information: full citation, abstract

We present a study of using camera-phones and visual-tags to access mobile services. Firstly, ε *experience study* is described in which participants were both observed learning to interact with prototype mobile service and interviewed about their experiences. Secondly, a *pointing-device t* presented in which quantitative data was gathered regarding the speed and accuracy with whicl participants aimed and clicked on visual-tags using camera-phones. We found that participa ...

**5** Manipulating space: Collapse-to-zoom: viewing web pages on small screen devices by interactively removing irrelevant content
Patrick Baudisch, Xing Xie, Chong Wang, Wei-Ying Ma
October 2004 **Proceedings of the 17th annual ACM symposium on User interface software ε technology UIST '04**
**Publisher:** ACM Press
Full text available: .pdf(702.63 KB)       Additional Information: full citation, abstract, references, citings, index term

Overview visualizations for small-screen web browsers were designed to provide users with visυ context and to allow them to rapidly zoom in on tiles of relevant content. Given that content in · overview is reduced, however, users are often unable to tell which tiles hold the relevant materi which can force them to adopt a time-consuming hunt-and-peck strategy. Collapse-to-zoom adε this issue by offering an alternative exploration strategy. In addition to allowing users to zoom i

**Keywords**: PDA, collapse-to-zoom, gesture, marquee menu, overview, pen, small screen devic browsing

**6** Adapting multimedia for diverse student learning styles
Glenn D. Blank, Soma Roy, Shreeram Sahasrabudhe, William M. Pottenger, G. Drew Kessler
February 2003 **Journal of Computing Sciences in Colleges**, Volume 18 Issue 3
**Publisher:** Consortium for Computing Sciences in Colleges
Full text available: .pdf(219.49 KB)       Additional Information: full citation, abstract, references, index terms

Multimedia can accommodate diverse learning styles. By giving students different ways to learn material, we hope to attract more novices, especially women and minorities, to computer scienc designed a user interface that is independent of both book metaphors and familiar web browser supplies sound and animation for sensory learners, while letting verbal learners disable sound o switch altogether to a JUST THE FACTS mode. Interactive materials include learner-controlled simulations of ...

**7** Navigation and interaction: ShowMotion: camera motion based 3D design review
Nicolas Burtnyk, Azam Khan, George Fitzmaurice, Gordon Kurtenbach
March 2006 **Proceedings of the 2006 symposium on Interactive 3D graphics and games I3**
**Publisher:** ACM Press
Full text available: .pdf(404.38 KB)       Additional Information: full citation, abstract, references, index terms

We describe a new interactive system for 3D design review, built to exploit the visual perceptior of motion parallax, in order to enhance shape perception and aesthetic evaluation. Traditional C applications typically use "bookmarked" static views for design evaluation. In our system, we re static views with moving "shots" interspersed with cinematic visual transitions. Furthermore, us access shots by picking object features on the 3D model, which invokes a spatial search over ...

**Keywords**: 3D navigation, 3D viewers, 3D visualization, camera controls, design review, intera techniques

**8** Display: Improving revisitation in fisheye views with visit wear

Amy Skopik, Carl Gutwin

April 2005   **Proceedings of the SIGCHI conference on Human factors in computing system '05**

**Publisher:** ACM Press

Full text available: pdf(523.18 KB)          Additional Information: full citation, abstract, references, citings, index term

The distortion caused by an interactive fisheye lens can make it difficult for people to remembei and locations in the data space. In this paper we introduce the idea of visit wear - a visual representation of the places that the user has previously visited - as a way to improve navigatic spaces affected by distortion. We outline the design dimensions of visit wear, and report on two studies. The first shows that increasing the distortion of a fisheye view does significantly reduce

**Keywords**: edit wear, fisheye usability, fisheye views, focus+context techniques, memorability spatial memory, visit wear

**9** Usability testing with screen reading technology in a Windows environment

Kitch Barnicle

November 2000 **Proceedings on the 2000 conference on Universal Usability CUU '00**

**Publisher:** ACM Press

Full text available: pdf(912.14 KB)          Additional Information: full citation, abstract, references, citings, index term

Ever since applications with graphical user interfaces were introduced, individuals who are blind experienced great difficulty accessing these applications. The quality of access provided througf combination of screen reading software and speech synthesizer is greatly dependent on the des the mainstream application interface. In attempt to better understand the access strategies em| by users of screen readers, this study was designed to (a) examine the interaction between us .

**Keywords**: GUI, blindness, disability, screen reader

**10** Experiences using a collaborative electronic textbook: bringing the "guide on the side" hom you

Ryan McFall, Herbert Dershem, Darcy Davis

March 2006 **ACM SIGCSE Bulletin , Proceedings of the 37th SIGCSE technical symposium o Computer science education SIGCSE '06**, Volume 38 Issue 1

**Publisher:** ACM Press

Full text available: pdf(83.25 KB)          Additional Information: full citation, abstract, references, index terms

Much has been made of the transition of the instructor's role from "Sage on the Stage" to "Guid the Side", focusing on active and collaborative learning in the classroom. The process of acquirii knowledge from textbooks has largely remained unaffected by this transition. Our work on elect textbooks (e-textbooks) has focused on building e-textbooks that extend the reach of collaboral and active learning techniques to the reading process. This paper describes the outcomes of usi our ...

**Keywords**: active reading, electronic textbooks

## 11 Web Behavior Patterns: How knowledge workers use the web

Abigail J. Sellen, Rachel Murphy, Kate L. Shaw

April 2002 **Proceedings of the SIGCHI conference on Human factors in computing system Changing our world, changing ourselves CHI '02**

**Publisher:** ACM Press

Full text available: pdf(425.34 KB)    Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index term</u>

We report on a diary study of how and why knowledge workers use the World Wide Web. By examining in detail a complete two-day set of Web activities from each of 24 people, we constr framework with which to describe the different tasks knowledge workers undertake. By looking characteristics of each type of activity, we can see how certain activities are unsuited to particu kinds of technologies (e.g., mobile devices); how Web tools might be incrementally improved; a how we might ...

**Keywords**: World Wide Web, appliances, diary study, knowledge workers, mobile technology, taxonomy

## 12 Personal information management: To have and to hold: exploring the personal archive

Joseph 'Jofish' Kaye, Janet Vertesi, Shari Avery, Allan Dafoe, Shay David, Lisa Onaga, Ivan Rosero, Trevor Pinch

April 2006 **Proceedings of the SIGCHI conference on Human Factors in computing system '06**

**Publisher:** ACM Press

Full text available: pdf(761.50 KB)    Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

The personal archive is not only about efficient storage and retrieval of information. This paper describes a study of forty-eight academics and the techniques and tools they use to manage the digital and material archiving of papers, emails, documents, internet bookmarks, corresponden other artifacts. We present two sets of results: we first discuss rationales behind subjects' archi which go beyond information retrieval to include creating a legacy, sharing resources, confronti

**Keywords**: archiving, bookmarks, email, ethnography, filing, identity

## 13 Visualization: Improving list revisitation with ListMaps

Carl Gutwin, Andy Cockburn

May 2006 **Proceedings of the working conference on Advanced visual interfaces AVI '06**

**Publisher:** ACM Press

Full text available: pdf(348.58 KB)    Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

Selecting items from lists is a common task in many applications. Alphabetically-sorted listboxe: the most common interface widget used to accomplish this selection, but although general they slow and frustrating to use, particularly when the lists are long. In addition, when the user regu revisits a small set of items, listboxes provide little support for increased performance through experience. To address these shortcomings, we developed a new list selection device called a Li

**Keywords**: list selection, listboxes, listmaps, revisitation

## 14 Accessing hyperdocuments through interactive dynamic maps

Mountaz Zizi, Michel Beaudouin-Lafon

September 1994 **Proceedings of the 1994 ACM European conference on Hypermedia techno**

**ECHT '94**

**Publisher:** ACM Press

Full text available: pdf(1.39 MB)    Additional Information: full citation, abstract, references, citings, index term

We propose a new navigation paradigm based on a spatial metaphor to help users access and n within large sets of documents. This metaphor is implemented by a computer artifact called an Interactive Dynamic Map (IDM). An IDM plays a role similar to the role of a real map with respe physical space. Two types of IDMs are computed from the documents: Topic IDMs represent the semantic contents of a set of documents while Document IDMs visualize a subset of documents

**Keywords:** information retrieval, interaction paradigm, maps, navigation, visualization

**15** Capturing, structuring, and representing ubiquitous audio

Debby Hindus, Chris Schmandt, Chris Horner

October 1993 **ACM Transactions on Information Systems (TOIS)**, Volume 11 Issue 4

**Publisher:** ACM Press

Full text available: pdf(1.78 MB)    Additional Information: full citation, abstract, references, citings, index term

Although talking is an integral part of collaboration, there has been little computer support for acquiring and accessing the contents of conversations. Our approach has focused on ubiquitous or the unobtrusive capture of speech interactions in everyday work environments. Speech recoc technology cannot yet transcribe fluent conversational speech, so the words themselves are not available for organizing the captured interactions. Instead, the structure of an int ...

**Keywords:** audio interactions, collaborative work, multimedia workstation software, semi-struc data, software telephony, stored speech, ubiquitous computing

**16** Extending to multidimensional interfaces: 3Book: a 3D electronic smart book

Stuart K. Card, Lichan Hong, Jock D. Mackinlay, Ed H. Chi

May 2004    **Proceedings of the working conference on Advanced visual interfaces AVI '04**

**Publisher:** ACM Press

Full text available: pdf(383.44 KB)    Additional Information: full citation, abstract, references, citings, index term

This paper describes the 3Book, a 3D interactive visualization of a codex book as a component I various digital library and sensemaking systems. The book is designed to hold large books and I support sensemaking operations by readers. The book includes methods in which the automatic semantic analysis of the book's content is used to dynamically tailor access.

**Keywords:** 3D UI, 3D books, eBooks, electronic publishing, sensemaking, spreading activation

**17** The Compressor: concurrent, incremental, and parallel compaction

Haim Kermany, Erez Petrank

June 2006    **ACM SIGPLAN Notices , Proceedings of the 2006 ACM SIGPLAN conference on Programming language design and implementation PLDI '06**, Volume 41 Issue 6

**Publisher:** ACM Press

Full text available: pdf(483.26 KB)    Additional Information: full citation, abstract, references, index terms

The widely used Mark-and-Sweep garbage collector has a drawback in that it does not move ob during collection. As a result, large long-running realistic applications, such as Web application servers, frequently face the fragmentation problem. To eliminate fragmentation, a heap compac run periodically. However, compaction typically imposes very long undesirable pauses in the application. While efficient concurrent collectors are ubiquitous in production runtime systems (: JVMs), ...

**Keywords**: compaction, concurrent garbage collection, garbage collection, memory manageme
runtime systems

**18**  Photo sharing: Give and take: a study of consumer photo-sharing culture and practice

Andrew D. Miller, W. Keith Edwards
April 2007   **Proceedings of the SIGCHI conference on Human factors in computing system
'07**
**Publisher:** ACM Press
Full text available: 📄 pdf(669.52 KB)        Additional Information: full citation, abstract, references, index terms

In this paper, we present initial findings from the study of a digital photo-sharing website: Flicki
In particular, we argue that Flickr.com appears to support-for some people-a different set of
photography practices, socialization styles, and perspectives on privacy that are unlike those de
in previous research on consumer and amateur photographers. Further, through our examinatic
digital photographers' photowork activities-organizing, finding, sharing and receiving-we sugges

**Keywords**: consumer photography, digital photography, domestic and leisure computing, medi
sharing, photowork

**19**  Disabilities: Remote usability evaluations With disabled people

Helen Petrie, Fraser Hamilton, Neil King, Pete Pavan
April 2006   **Proceedings of the SIGCHI conference on Human Factors in computing system
'06**
**Publisher:** ACM Press
Full text available: 📄 pdf(461.18 KB)        Additional Information: full citation, abstract, references, index terms

Finding participants for evaluations with specific demographics can be a problem for usability ar
experience specialists. In particular, finding participants with disabilities is especially problemati
testing with disabled people is becoming increasingly important. Two case studies are presentec
explore using asynchronous remote evaluation techniques with disabled participants. These sho
while quantitative data are comparable, the amount and richness of qualitative data ar ...

**Keywords**: disabled users, remote evaluation, usability research, usability testing and evaluati

**20**  Reading alone together: creating sociable digital library books

Nancy Kaplan, Yoram Chisik
June 2005   **Proceeding of the 2005 conference on Interaction design and children IDC '05**
**Publisher:** ACM Press
Full text available: 📄 pdf(462.51 KB)        Additional Information: full citation, abstract, references, citings

Children between 10 and 14 years old continue to need support to develop advanced literacy sk
there is evidence that they may be reading less now. Libraries have long sought to cater to you
adults but as more activities vie for the attention of children, the role of traditional libraries in tl
literacy lives of teens and 'tweens may be diminishing. As Digital Libraries (DLs) begin to offer
resources to children in this age cohort, it is important that they support more than convenient

**Keywords**: children, digital annotations, digital libraries, participatory design, sociable literacy

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Relevance scale ☐

**21  Fluid interaction techniques for the control and annotation of digital video**
Gonzalo Ramos, Ravin Balakrishnan
November 2003 **Proceedings of the 16th annual ACM symposium on User interface software and technology UIST '03**
**Publisher:** ACM Press
Full text available: ⬚ pdf(3.03 MB) ⬚
  wmv(5:20 MIN) ⬚ mov  Additional Information: full citation, abstract, references, citings, index terms
  (5:20 MIN)

We explore a variety of interaction and visualization techniques for fluid navigation, segmentati
linking, and annotation of digital videos. These techniques are developed within a concept
prototype called *LEAN* that is designed for use with pressure-sensitive digitizer tablets. These
techniques include a transient position+velocity widget that allows users not only to move aroun
point of interest on a video, but also to rewind or fast forward at a controlled variable speed. W
also ...

**Keywords**: annotations, fluid interaction techniques, pen-based interfaces, video

**22  Technology-driven documentation in the pharmaceutical industry**
Stephen A. Bernhardt
November 1995 **ACM SIGDOC Asterisk Journal of Computer Documentation**, Volume 19 Issue 4
**Publisher:** ACM Press
Full text available: ⬚ pdf(550.36 KB)     Additional Information: full citation, index terms

**23  Product, process, and profit: the politics of usability in a software venture**
Barbara Mirel
November 2000 **ACM Journal of Computer Documentation (JCD)**, Volume 24 Issue 4
**Publisher:** ACM Press
Full text available: ⬚ pdf(702.83 KB)     Additional Information: full citation, abstract, references, citings, index terms

In research and in practice,usability specialists commonly target the technology user-interfaces
help as the main arena for bringing about usability improvements. However, usability
improvements depend on more than innovative and user-centered technical designs and
implementations. Equally important for creating useful and usable software are the social and
political forces that shape the development context. These forces give rise to leadership conflict

factional disputes, renegade e ...

**Keywords**: goal conflict, political support, sociology, usability

**24**  re-View: an IV toolkit for extracting and relating dynamic views
Ryan C. Yates, Janet L. Wesson
October 2006 **Proceedings of the 2006 annual research conference of the South African institute of computer scientists and information technologists on IT research developing couuntries SAICSIT '06**
**Publisher:** ACM Press
Full text available: .pdf(531.87 KB)        Additional Information: full citation, abstract, references, index terms

Most information visualisation (IV) tools that are currently used do not support two of Shneiderman's seven interaction tasks for IV, namely the Extract and Relate tasks. These tasks provide support for the saving, loading and comparison of dynamic views. This paper describes design of an IV framework that provides support for these tasks, by including two additional interaction techniques, namely Bookmarking and Coordinated Filtering. This framework was implemented as an IV toolkit, called ...

**Keywords**: IV frameworks, IV toolkits, information visualization (IV), interaction techniques

**25**  Contributions: focus: new visualization techniques: Visualizing multi-dimensional data
Stephen G. Eick
February 2000 **ACM SIGGRAPH Computer Graphics**, Volume 34 Issue 1
**Publisher:** ACM Press
Full text available: .pdf(1.92 MB)        Additional Information: full citation, references, citings

**26**  Realizing the promise of visualization in the theory of computing
Joshua J. Cogliati, Frances W. Goosey, Michael T. Grinder, Bradley A. Pascoe, Rockford J. ROSS, Cheston J. Williams
June 2005  **Journal on Educational Resources in Computing (JERIC)**, Volume 5 Issue 2
**Publisher:** ACM Press
Full text available: .pdf(2.02 MB)        Additional Information: full citation, abstract, references, index terms

Progress on a hypertextbook on the theory of computing is presented. The hypertextbook is a novel teaching and learning resource built around web technologies that incorporates text, soun pictures, illustrations, slide shows, video clips, and---most importantly---active learning models the key concepts of the theory of computing into an integrated resource. Active learning models currently exist for finite state automata, regular expressions, regular grammars, the pumping lemma for regular ...

**Keywords**: Computer science education, active learning, finite state automata, hypertextbook, learning applets, regular expressions, regular grammars, regular languages, theory of computin

**27**  Separable hyperstructure and delayed link binding
David F. Brailsford
December 1999 **ACM Computing Surveys (CSUR)**
**Publisher:** ACM Press
Full text available: pdf(38.45 KB)        Additional Information: full citation, references, citings, index terms

**28** Hypermedia on the Web: what will it take?
Fabio Vitali, Michael Bieber
December 1999 **ACM Computing Surveys (CSUR)**
**Publisher:** ACM Press
Full text available: pdf(30.72 KB)        Additional Information: full citation, references, citings, index terms

**Keywords:** World Wide Web, browsers, hypermedia, hypertext, hypertext functionality, link attributes, linkbases

**29** Improving interaction: On electronic annotation and its implementation
Daniela Fogli, Giuseppe Fresta, Piero Mussio
May 2004   **Proceedings of the working conference on Advanced visual interfaces AVI '04**
**Publisher:** ACM Press
Full text available: pdf(268.27 KB)       Additional Information: full citation, abstract, references, citings, index terms

Electronic document and electronic annotation evolve and complement the traditional document and annotation in recording, developing and making available community knowledge. This pape discusses electronic annotation and its importance as a tool for two way exchange of ideas amo humans pursuing a common goal. The discussion is performed by presenting an example in the Earth science field.

**Keywords:** characteristic structure, electronic annotation, electronic document, virtual entity

**30** Technology in the home: Exploring technology adoption and use through the lens of residential mobility
Irina A. Shklovski, Scott D. Mainwaring
April 2005   **Proceedings of the SIGCHI conference on Human factors in computing system: CHI '05**
**Publisher:** ACM Press
Full text available: pdf(310.44 KB)       Additional Information: full citation, abstract, references, citings, index terms

One of the outcomes of massive adoption of technology is that much of daily technology use an consumption is embedded into "unremarkable" daily life routines. Occasionally, these routines undergo major shifts, often in conjunction with major life events such as marriage, birth of a ch or a residential move. We propose a model of settling into a new location as a function of balan between the pull of the things left behind and the demands of the new and unknown. It is throu this experien ...

**Keywords:** behavioral science, ethnography, residential mobility, social relationships, technolo adoption

**31** Beyond source code: Using evolutionary annotations from change logs to enhance progra comprehension
Daniel M. German, Peter C. Rigby, Margaret-Anne Storey
May 2006   **Proceedings of the 2006 international workshop on Mining software repositori MSR '06**
**Publisher:** ACM Press
Full text available: pdf(442.57 KB)       Additional Information: full citation, abstract, references, index terms

Evolutionary annotations are descriptions of how source code evolves over time. Typical source

comments, given their static nature, are usually inadequate for describing how a program has evolved over time; instead, source code comments are typically a description of what a progran currently does. We propose the use of evolutionary annotations as a way of describing the ratio behind changes applied to a given program (for example "These lines were added to ..."). Evolutionary annotations can ...

**Keywords**: annotations, evolutionary, mining software repositories, software evolution, versior control

**32** Columns: Public policy: domain names, digital television, CFP2000, ACM book on intellect property and third on-line survey
Bob Ellis
February 2000 **ACM SIGGRAPH Computer Graphics**, Volume 34 Issue 1
**Publisher:** ACM Press
Full text available: pdf(558.68 KB)        Additional Information: full citation

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| L10 | 1 | 6 & server & client & (bookmark$1 same (duplicat$3 repeat$3)) | US-PGPUB;<br>USPAT;<br>USOCR;<br>FPRS;<br>EPO; JPO;<br>DERWENT;<br>IBM_TDB | OR | ON | 2007/06/18 10:00 |
| L11 | 151 | (updat$3 same bookmark$1 same set$1) & server | US-PGPUB;<br>USPAT;<br>USOCR;<br>FPRS;<br>EPO; JPO;<br>DERWENT;<br>IBM_TDB | OR | ON | 2007/06/18 10:17 |
| L12 | 98 | (updat$3 same bookmark$1 same set$1) & server & client | US-PGPUB;<br>USPAT;<br>USOCR;<br>FPRS;<br>EPO; JPO;<br>DERWENT;<br>IBM_TDB | OR | ON | 2007/06/18 10:17 |
| L13 | 12 | 12 & (highlight$3 same URL) | US-PGPUB;<br>USPAT;<br>USOCR;<br>FPRS;<br>EPO; JPO;<br>DERWENT;<br>IBM_TDB | OR | ON | 2007/06/18 10:31 |
| L14 | 4 | (matching same (bookmark$1 near3 set$1)) & highlight$3 | US-PGPUB;<br>USPAT;<br>USOCR;<br>FPRS;<br>EPO; JPO;<br>DERWENT;<br>IBM_TDB | OR | ON | 2007/06/18 10:44 |

# EAST Search History

| L15 | 0 | 14 & compar$3 | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB | OR | ON | 2007/06/18 10:38 |
|-----|----|----|----|----|----|----|
| L16 | 4 | (compar$3 same (bookmark$1 near3 set$1)) & highlight$3 | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB | OR | ON | 2007/06/18 10:39 |
| L17 | 17 | (matching same (bookmark$1 near3 set$1)) | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB | OR | ON | 2007/06/18 10:46 |
| L18 | 17 | (server near3 (bookmark$1 near3 set$1)) & (browser near3 (bookmark$1 near3 set$1)) | US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB | OR | ON | 2007/06/18 10:48 |
| L19 | 6 | ("6405222").URPN. | USPAT | OR | ON | 2007/06/18 10:50 |
| L20 | 24 | 4 & (bookmark$1 near3 set$1) | USPAT | OR | ON | 2007/06/18 11:03 |
| L21 | 25 | (compar$3 match$3) same (bookmark$1 near3 set$1) | USPAT | OR | ON | 2007/06/18 11:08 |
| L22 | 0 | (bookmark$1 near3 set$1) & (preventing same duplicating) | USPAT | OR | ON | 2007/06/18 11:09 |
| L23 | 24 | (bookmark$1 near3 set$1) & (search$3 same highligh$3 same result$3) | USPAT | OR | ON | 2007/06/18 11:17 |
| L24 | 18 | 23 & (@ad<"20011129" @rlad<"20011129") | USPAT | OR | ON | 2007/06/18 11:16 |
| L25 | 14 | "6460038" | USPAT | OR | ON | 2007/06/18 11:16 |
| L26 | 9 | (US-20040205501-$).did. or (US-6460038-$ or US-6096096-$ or US-6243071-$ or US-6324566-$ or US-6321228-$ or US-6037934-$ or US-6032162-$ or US-7031961-$). did. | US-PGPUB; USPAT | OR | ON | 2007/06/18 11:16 |
| L27 | 4 | 26 & (highligh$3 ) | USPAT | OR | ON | 2007/06/18 12:15 |

| L28 | 2 | ("0631423").PN. | US-PGPUB;<br>USPAT;<br>USOCR;<br>FPRS;<br>EPO; JPO;<br>DERWENT;<br>IBM_TDB | OR | OFF | 2007/06/18 11:26 |
|-----|---|-----------------|------------------|----|-----|------------------|
| L29 | 2 | ("6314423").PN. | US-PGPUB;<br>USPAT;<br>USOCR;<br>FPRS;<br>EPO; JPO;<br>DERWENT;<br>IBM_TDB | OR | OFF | 2007/06/18 11:58 |
| L30 | 2 | ("6631496").PN. | US-PGPUB;<br>USPAT;<br>USOCR;<br>FPRS;<br>EPO; JPO;<br>DERWENT;<br>IBM_TDB | OR | OFF | 2007/06/18 11:58 |
| L31 | 10 | (US-20040205501-$).did. or (US-6460038-$ or US-6096096-$ or US-6243071-$ or US-6324566-$ or US-6321228-$ or US-6037934-$ or US-6032162-$ or US-7031961-$ or US-6631496-$).did. | US-PGPUB;<br>USPAT | OR | ON | 2007/06/18 12:14 |
| L32 | 4 | 31 & (highligh$3 ) | USPAT | OR | ON | 2007/06/18 12:24 |
| L33 | 3 | (highligh$3 ) same (shar$3 near3 bookmark$1) | USPAT | OR | ON | 2007/06/18 12:25 |

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